

What is claimed is:

1. An animation creating/editing apparatus, comprising:

5 a three-dimensional model storing unit storing an object configuring an image of an animation as three-dimensional model information; and

10 an operation instruction editing unit creating/editing an animation by generating/editing an operation instruction sequence configured by an object operation instruction and an eye point operation instruction, which are operation instructions for the object.

15 2. The animation creating/editing apparatus according to claim 1, further comprising:

an interference detecting unit detecting an occurrence of interference between objects, which is caused by executing the object operation instruction;

20 and

an interference avoiding unit generating an object operation instruction to avoid the interference, if the occurrence of the interference is detected by said interference detecting unit.

3. The animation creating/editing apparatus according to claim 1, further comprising:

a discontinuity detecting unit detecting an occurrence of discontinuous scenes, which is caused by 5 executing the eye point operation instruction or the object operation instruction; and

a complementary instruction generating unit generating an object operation instruction or an eye point operation instruction to generate a scene which 10 complements between the discontinuous scenes, if the occurrence of the discontinuous scenes is detected by said discontinuity detecting unit.

4. The animation creating/editing apparatus 15 according to claim 1, wherein:

the three-dimensional model information holds a constraint condition between objects; and

a constraint detecting unit detecting an object operation instruction which violates the constraint 20 condition as an error is further comprised.

5. The animation creating/editing apparatus according to claim 1, further comprising:

an editing rule storing unit storing editing rules 25 to be observed when an object operation instruction is

inserted/deleted/moved in/from/within the operation instruction sequence, when an animation is edited; and an operation instruction editing unit referencing the editing rules, and preventing/avoiding an operation 5 if the operation for inserting/deleting/moving an object operation instruction which violates the editing rules in/from/within the operation instruction sequence is performed.

10 6. A program for causing a computer to execute a process, the process comprising:
storing an object configuring an image of an animation as three-dimensional model information in a first storing unit; and

15 creating/editing an animation by generating/editing an operation instruction sequence configured by an object operation instruction and an eye point operation instruction, which are operation instructions for the object.

20 7. The program according to claim 6, the process further comprising:
detecting an occurrence of interference between objects, which is caused by executing the object 25 operation instruction; and

generating an object operation instruction to avoid the interference, if the occurrence of the interference is detected.

5 8. The program according to claim 6, the process further comprising:

detecting an occurrence of discontinuous scenes, which is caused by executing the eye point operation instruction or the object operation instruction; and

10 generating an object operation instruction or an eye point operation instruction to generate a scene which complements between the discontinuous scenes, if the occurrence of the discontinuous scenes is detected.

15 9. The program according to claim 6, the process further comprising:

holding a constraint condition between objects in the three-dimentional model inofmration; and

20 detecting an object operation instruction which violates the constraint condition as an error.

10. The program according to claim 6, the process further comprising:

25 storing, in a second storing unit, editing rules to be observed when an object operation instruction is

inserted/deleted/moved in/from/within the operation instruction sequence, when an animation is edited; and referencing the editing rules, and preventing/avoiding an operation if the operation for 5 inserting/deleting/moving an object operation instruction which violates the editing rules in/from/within the operation instruction sequence is performed.